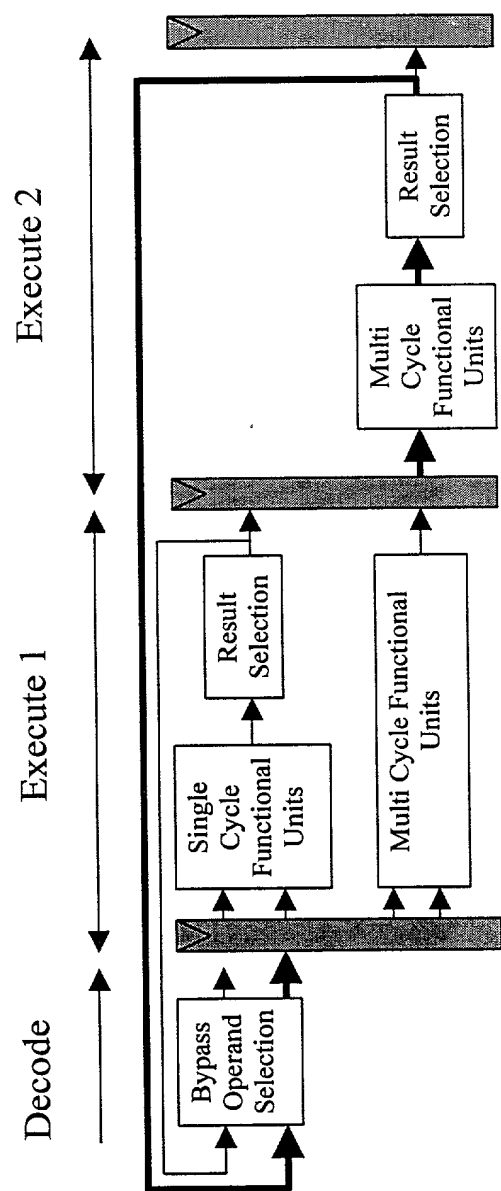


Fig. 1



**Fig. 2**

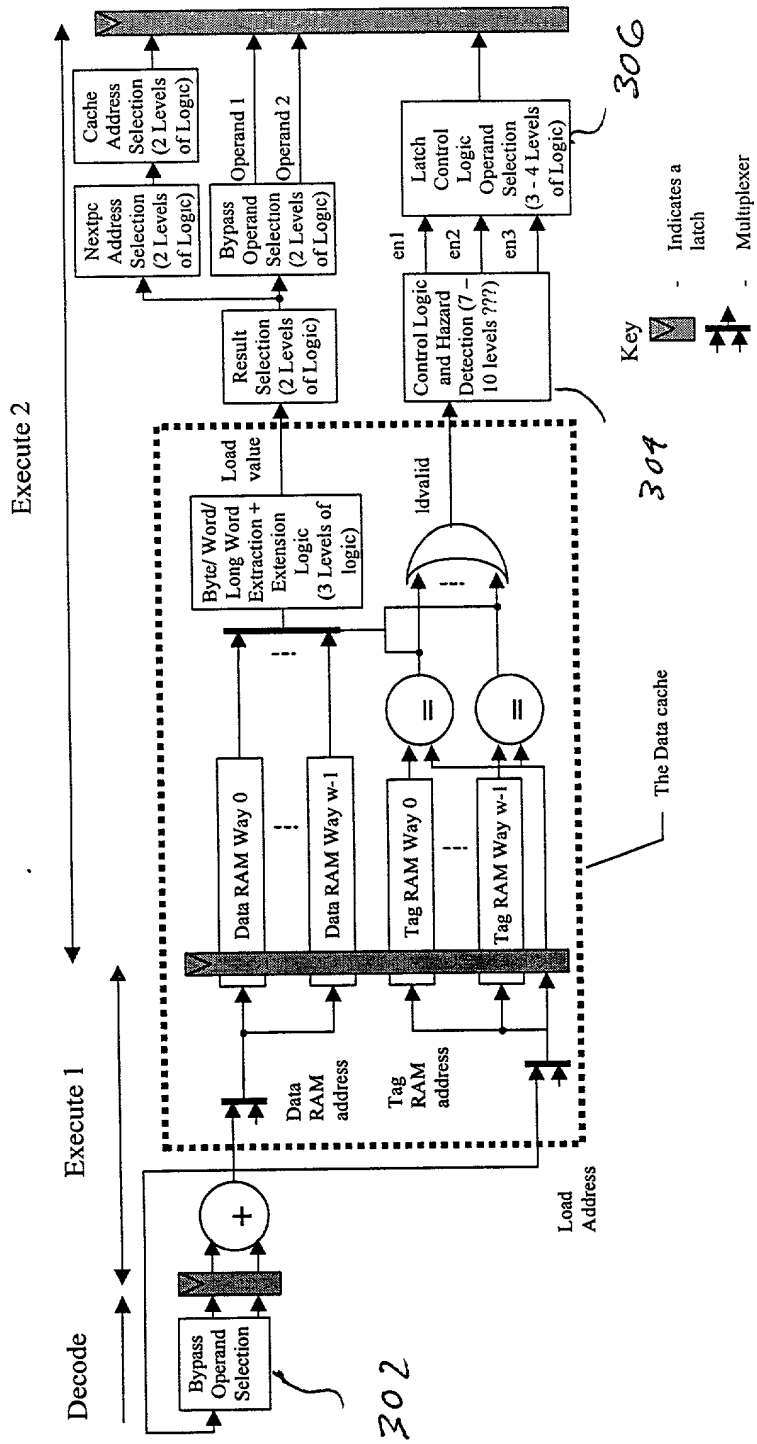


Fig. 3

Fig. 3a.

Pipeline Stage						
Reference Step	0	F	D	E1	E2	WB
350	Ld					
352	Mov	Ld				
354	Add	Mov	Ld			
356		Add	Mov	Ld		
358			Add	Mov	Ld	
360			Add		Mov/Ld	
362			Add		Ld	Mov
364				Add		Ld
366					Add	
368						Add

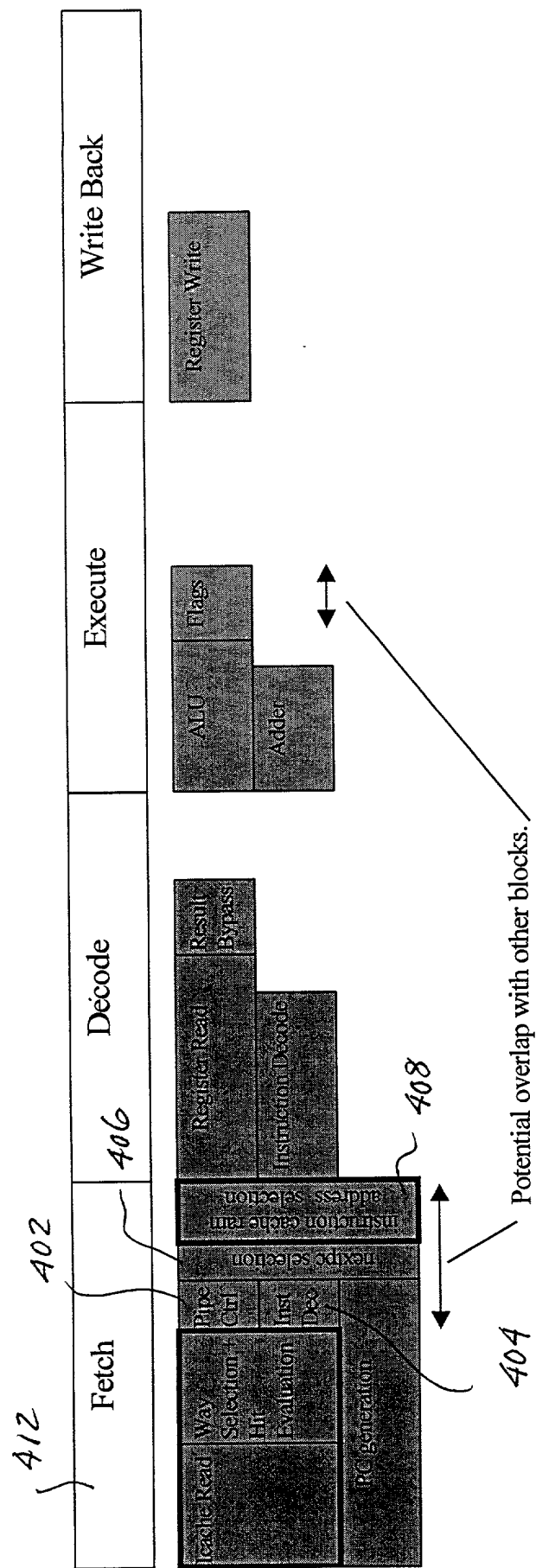


Fig. 4

1. The first stage of the pipeline is the instruction fetch stage. It is responsible for fetching the instruction from memory and decoding it.

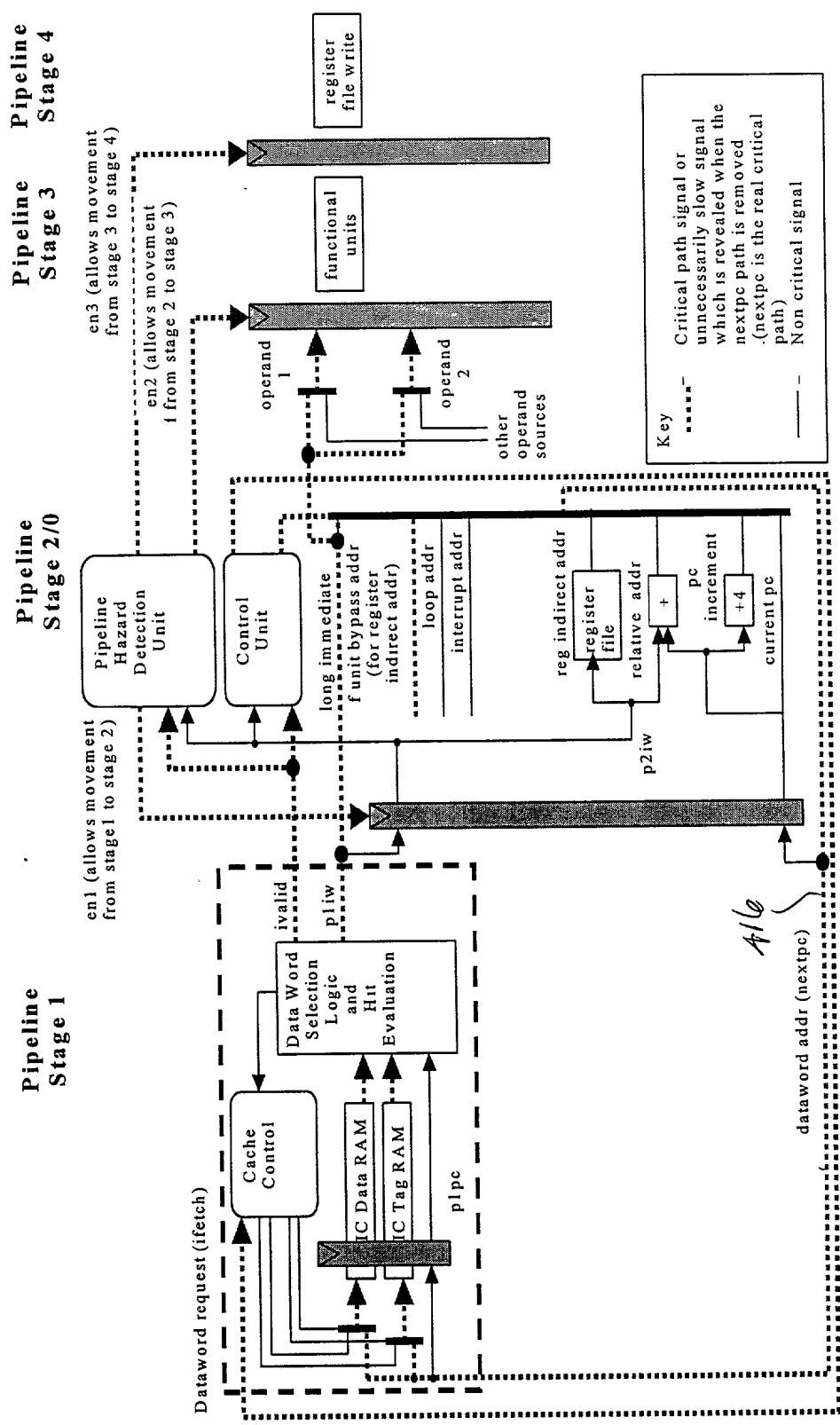


Fig. 4a

400

FIG. 5

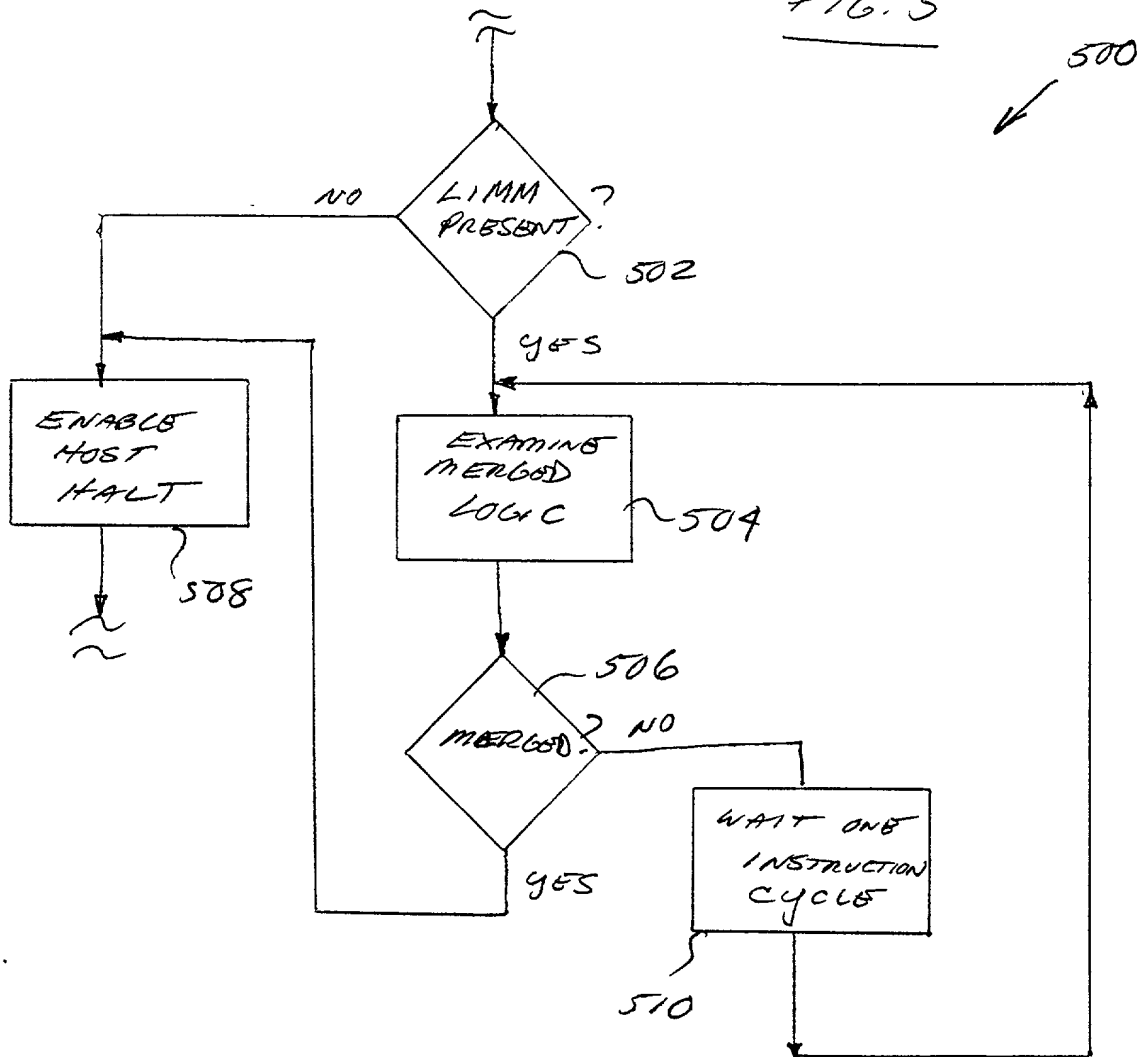


FIG. 6 is a block diagram of a processor pipeline. The pipeline is divided into four stages: Fetch, Decode, Execute, and Write Back. The Fetch stage includes a PC Read block (602) and a Branch Prediction block (604). The Decode stage includes a Register Read block (610) and an Instruction Decode block (606). The Execute stage includes an ALU block (606) and a Result Bypass block (606). The Write Back stage includes a Register Write block (606).

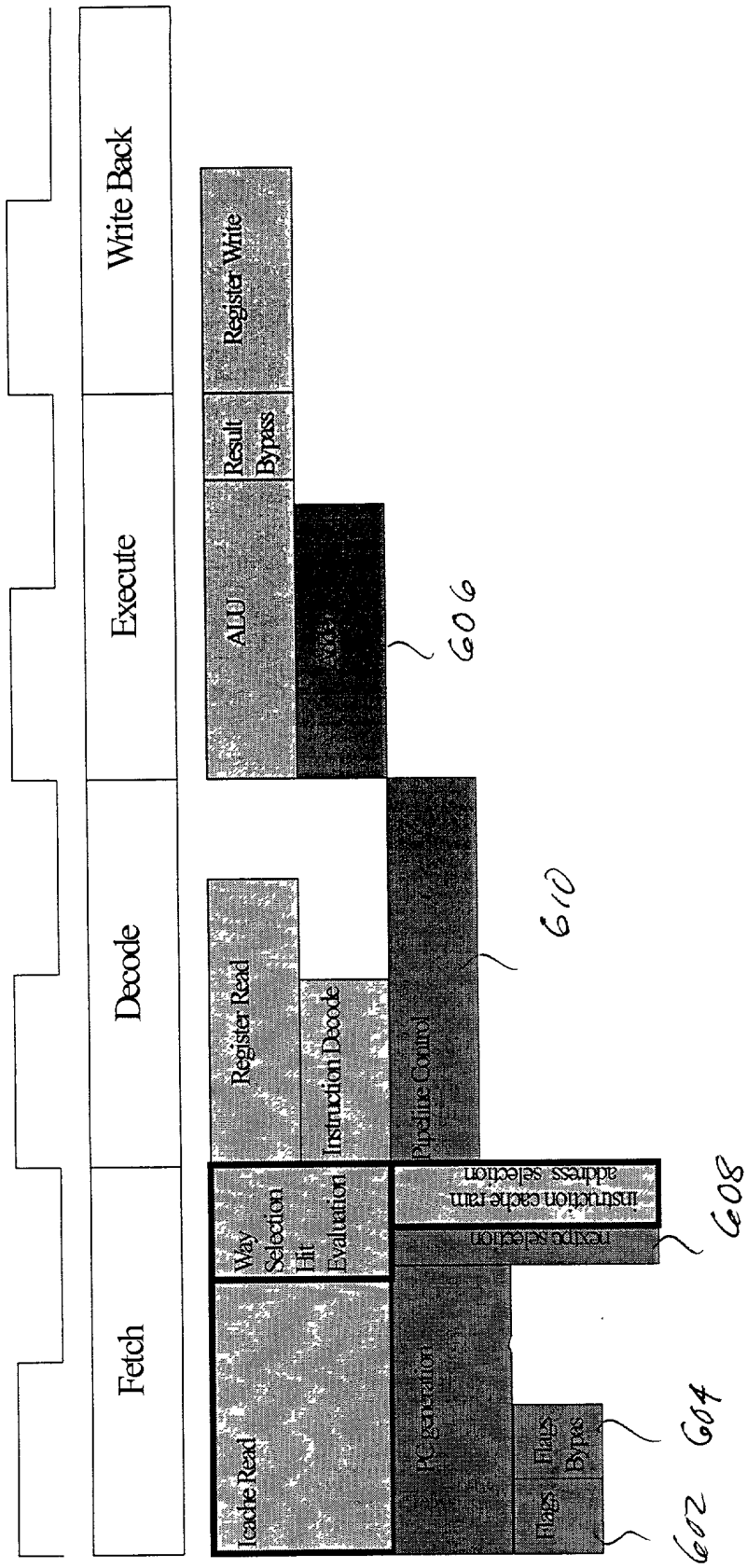
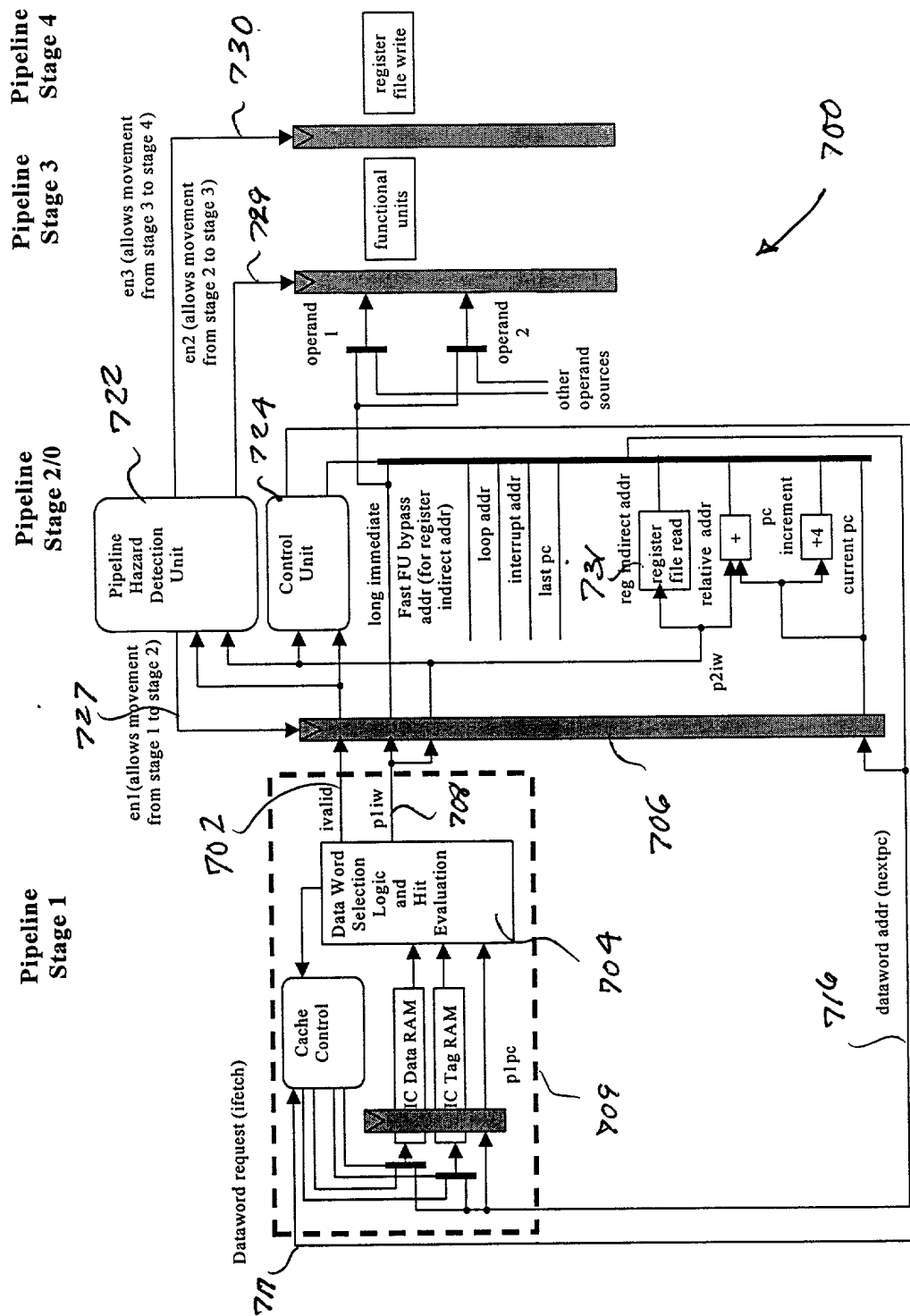
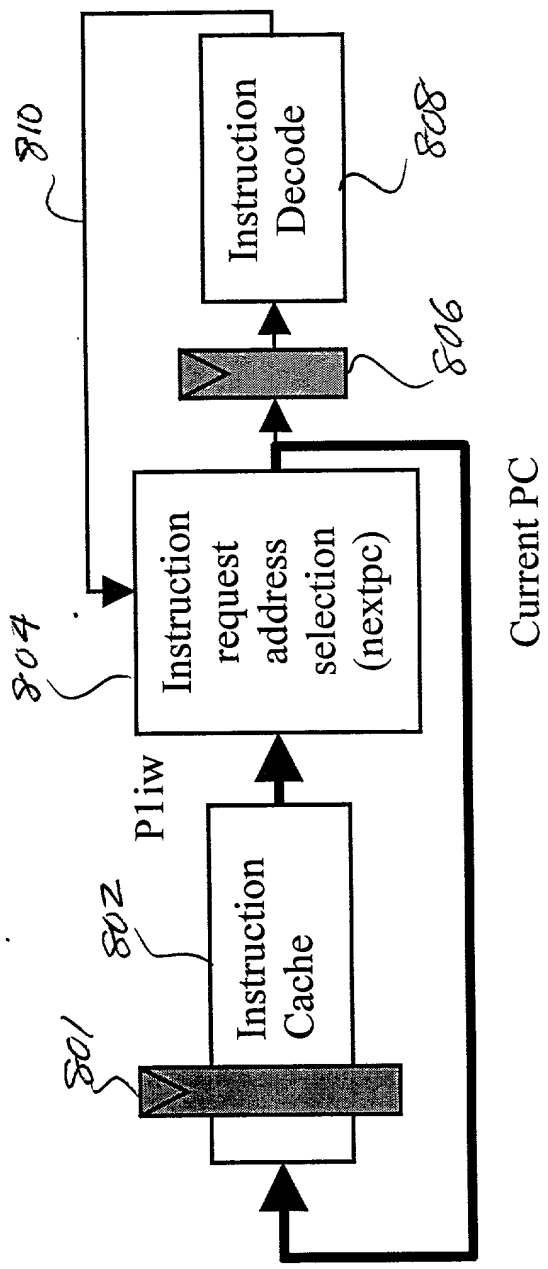


Fig. 6





**Fig. 7**



**Fig. 8**

800 ↗

**Fig. 8a**

Reference Step	Instruction Fetch Address (Inst Addr: next_pc)	Pipeline Stage			
		Fetch (Inst Addr: current_pc)	Decode (Inst Addr: last_pc)	Execute	Write- back
820	J.d <sub>A</sub>				
822	Brk <sub>B</sub>	J.d <sub>A</sub>			
824	Target <sub>C</sub>	Brk <sub>B</sub>	J.d <sub>A</sub>		
826		Target <sub>C</sub>	Brk <sub>B</sub>	J.d <sub>A</sub>	
828			Brk		J.d <sub>A</sub>
830			Restart		
			Brk		
832	Add <sub>B</sub>		Restart		
			Brk		
834	Target <sub>C</sub>	Add <sub>B</sub>			
836	Target <sub>2C</sub>	Target <sub>C</sub>	Add <sub>B</sub>		
838	Target <sub>3C</sub>	Target <sub>2C</sub>	Target <sub>C</sub>	Add <sub>B</sub>	

**Fig. 8b**

Reference Step	Instruction Fetch Address (Inst Addr: next_pc)	Pipeline Stage			
		Fetch (Inst Addr: currentpc)	Decode (Inst Addr: last_pc)	Execute	Write-back
840	Add <sub>A</sub>				
842	Brk <sub>B</sub>	Add <sub>A</sub>			
844	Mov <sub>C</sub>	Brk <sub>B</sub>	Add <sub>A</sub>		
846		Mov <sub>C</sub>	Brk <sub>B</sub>	Add <sub>A</sub>	
848			Brk Restart		Add <sub>A</sub>
850			Brk Restart		
852	Add <sub>B</sub>		Brk Restart		
854	Mov <sub>C</sub>	Add <sub>B</sub>			
856	Mov2 <sub>C</sub>	Mov <sub>C</sub>	Add <sub>B</sub>		
858	Mov3 <sub>C</sub>	Mov2 <sub>C</sub>	Mov <sub>C</sub>	Add <sub>B</sub>	

**Fig. 8c**

Reference	Instruction Fetch Address (Inst Addr: next_pc)	Pipeline Stage			
		F (Inst Addr: currentpc)	D (Inst Addr: last_pc)	E	W
860	J.d <sub>A</sub>				
862	Brk <sub>B</sub>	J.d <sub>A</sub>			
864	Target <sub>C</sub>	Brk <sub>B</sub>	J.d <sub>A</sub>		
866		Target <sub>C</sub>	Brk <sub>B</sub>	J.d <sub>A</sub>	
868			Brk		
870			Restart		
			Brk	J.d <sub>A</sub>	
872	Add <sub>B</sub>		Restart		
			Brk	J.d <sub>A</sub>	
874	Target <sub>C</sub>	Add <sub>B</sub>		J.d <sub>A</sub>	
876	Target <sub>2C</sub>	Target <sub>C</sub>	Add <sub>B</sub>	J.d <sub>A</sub>	
878	Target <sub>3C</sub>	Target <sub>2C</sub>	Target <sub>C</sub>	Add <sub>B</sub>	J.d <sub>A</sub>

FIG. 9 is a block diagram of a processor 900 showing two execution units, Execute 1 and Execute 2, and their associated functional units and result selection units.

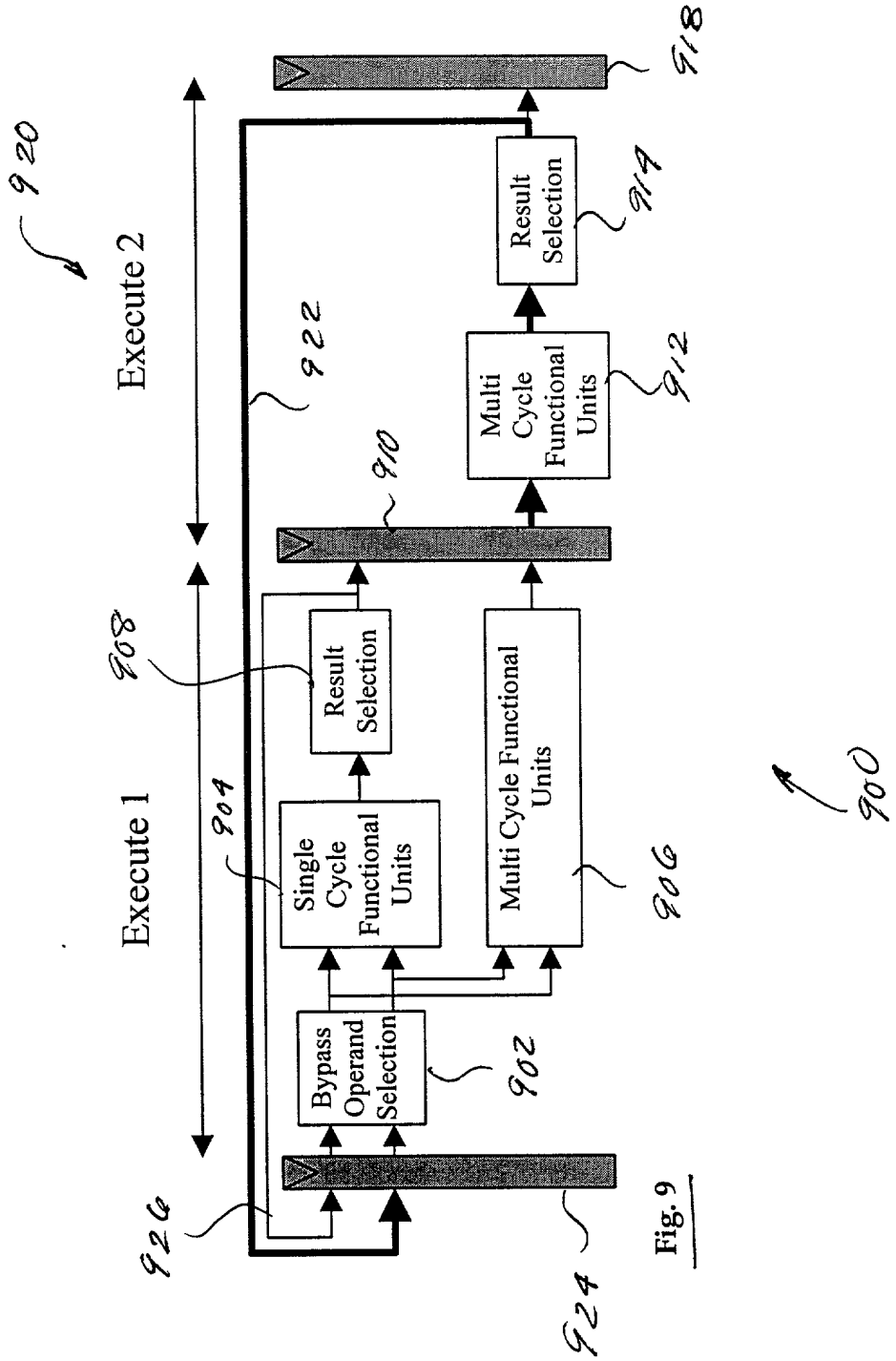
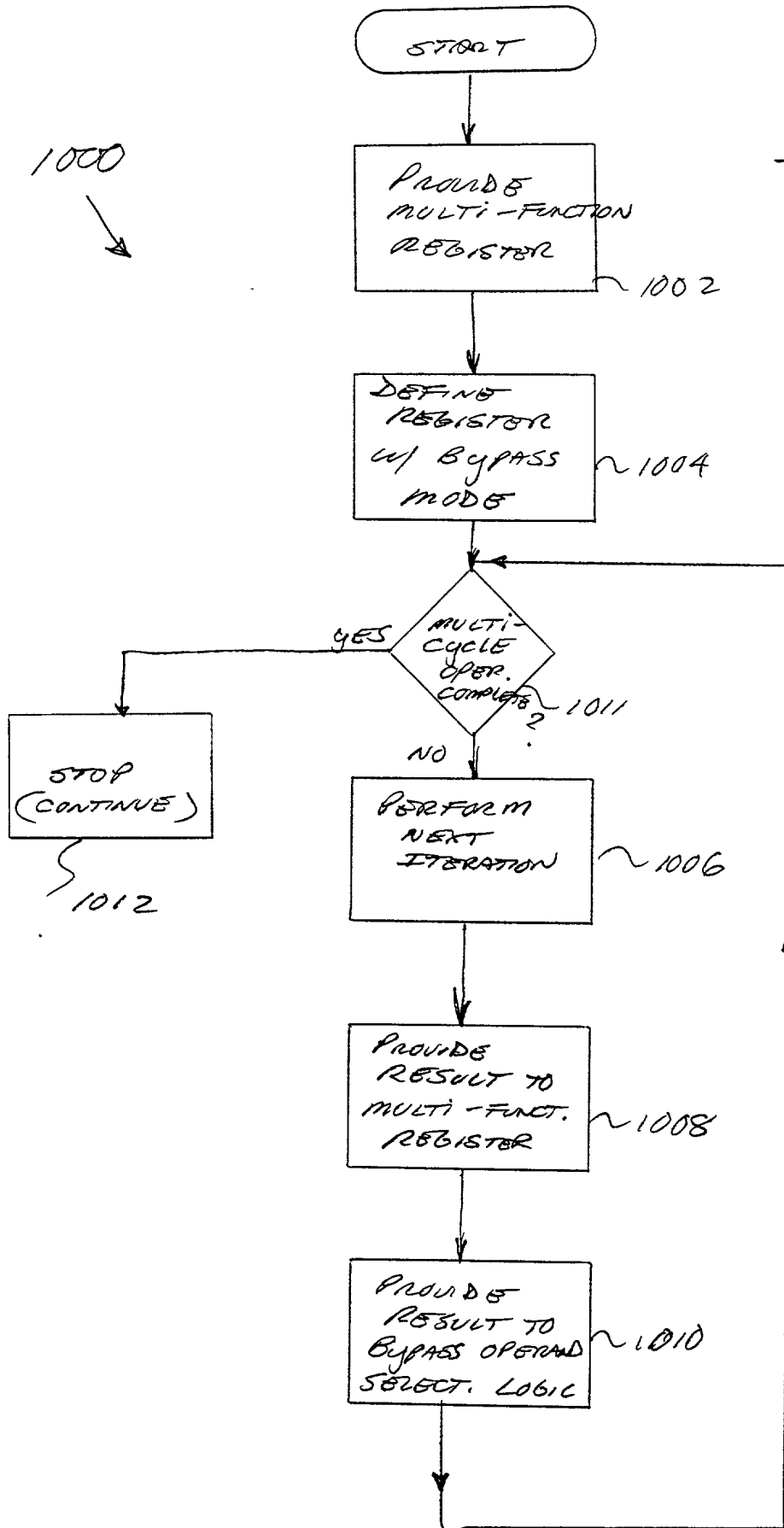


Fig. 9



F76.10

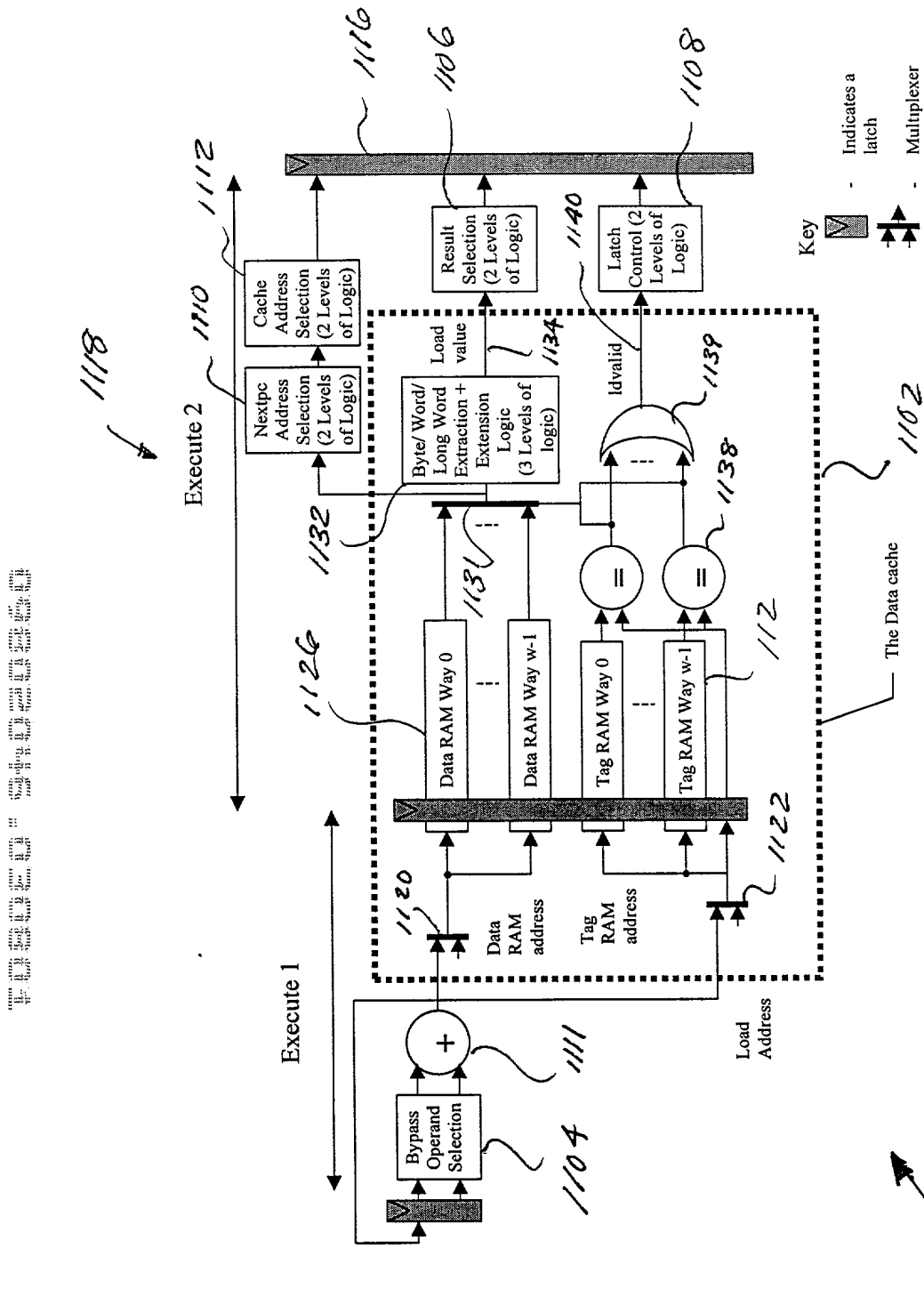
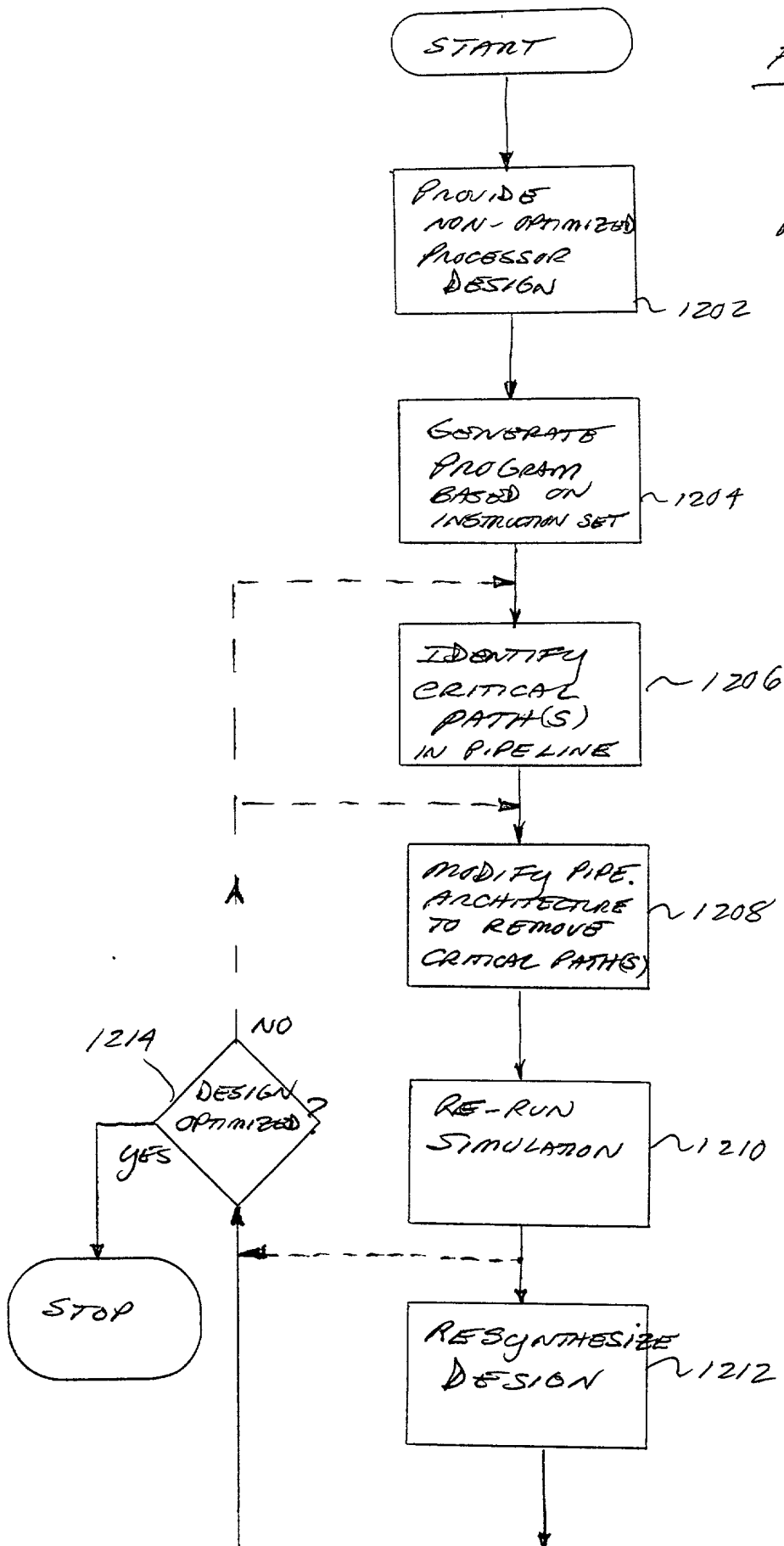




Fig. 11a

Pipeline Stage						
Reference	0	F	D	E1	E2	WB
1174	Ld					
1176	Mov	Ld				
1178	Add	Mov	Ld			
1180		Add	Mov	Ld		
1182			Add	Mov	Ld	
1184				Add	Mov/Ld	
1186				Add	Ld	Mov
1188				Add		Ld
1190				Add	Add	
1192						Add

FIG. 12



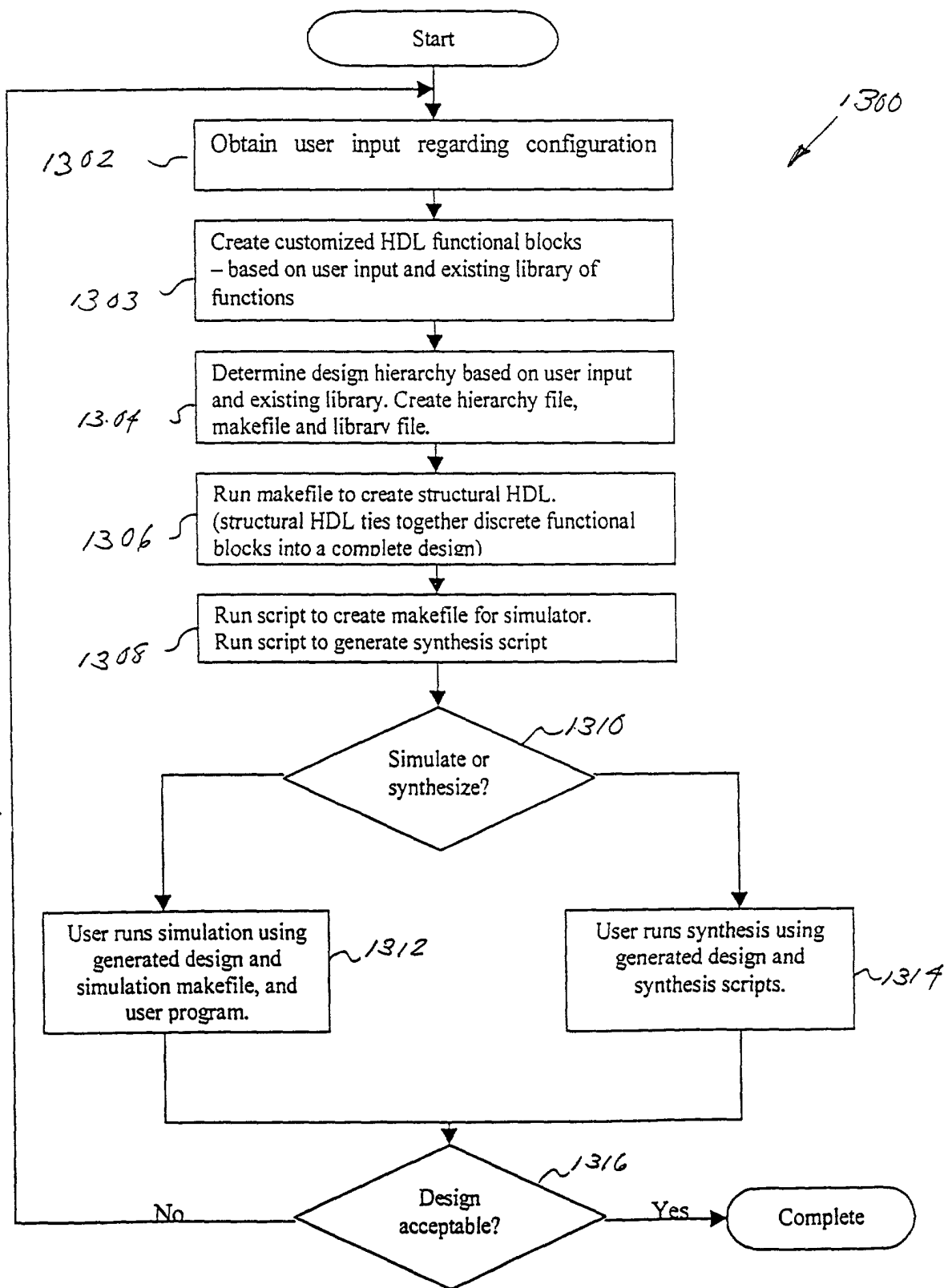


FIG. 13

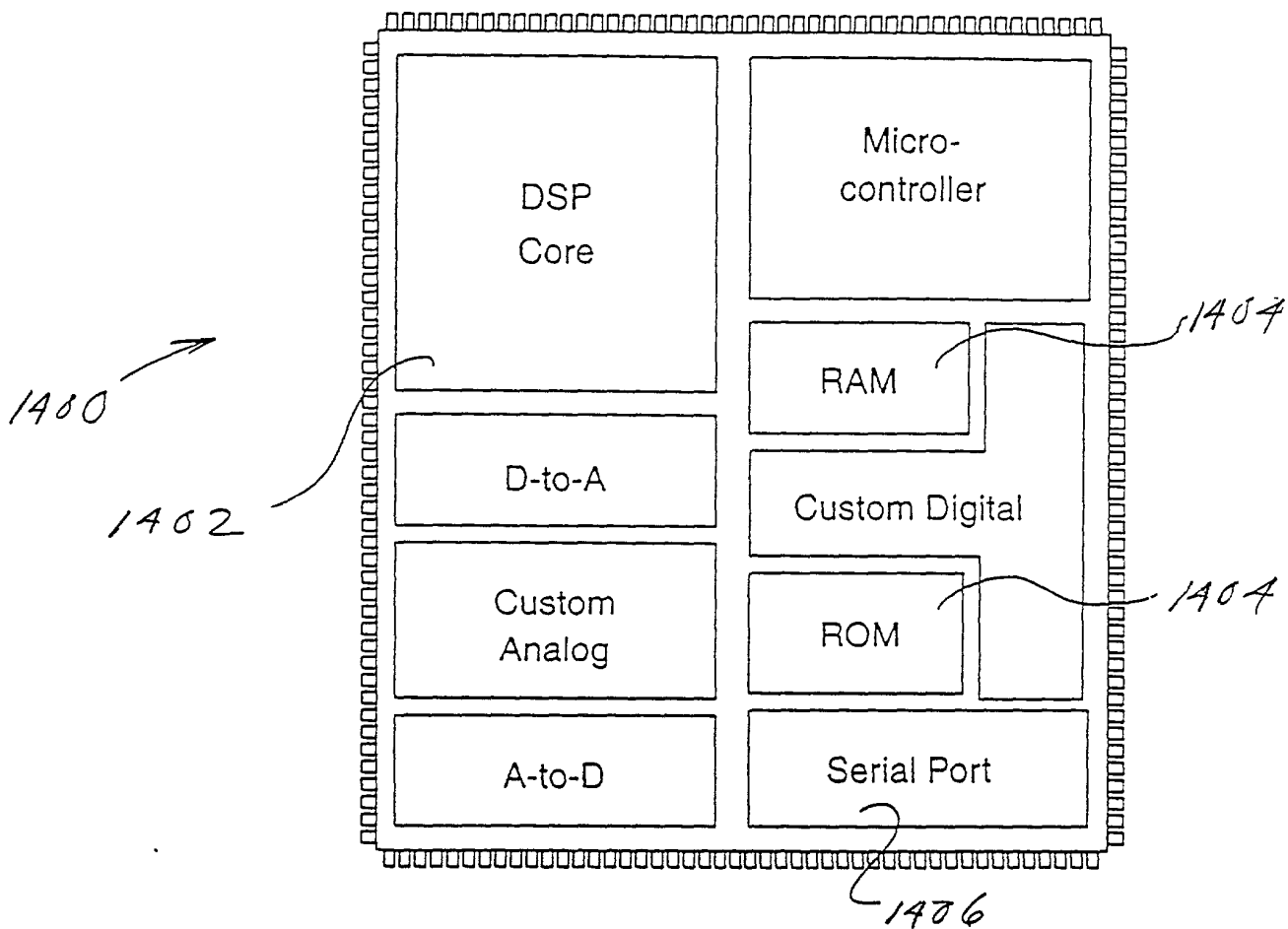


FIG. 1A

FIG. 15 is a block diagram of a computer system 1500. The system includes a CPU 1502, RAM 1503, DMA 1504, Display Control 1505, Display 1508, Serial or Parallel Port 1512, Input Device 1507, and Storage Device 1506. The CPU 1502 is connected to RAM 1503 and DMA 1504. The Display Control 1505 is connected to the CPU 1502 and the Display 1508. The Serial or Parallel Port 1512 is connected to the CPU 1502. The Input Device 1507 is connected to the CPU 1502. The Storage Device 1506 is connected to the CPU 1502 and the DMA 1504.

FIG. 15

